California Extreme

July 19-20, 2008 www.caextreme.org

T Minus One, Inc.

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California Extreme 2008

Once again we have scoured the landscape and shaken out the game labs to bring you a full schedule of arcade-related contests, insider presentations, discussion panels and seminars.

Schedule Summary

Full Descriptions of events begins on pg. 5

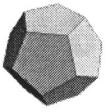
saturday

11:00 AM	SHOW OPENS to all general-admission attendees
11:00 AM	PINBALL TOURNAMENT QUALIFYING ROUNDS BEGIN - All day till 11:00 PM
11:45 AM	25 YEARS OF VIDEO GAMING - A PERSONAL JOURNEY - Lenoard Taylor
12:00 Noon	ARCADE TIPS AND TRICKS PANEL - Mark Alpiger, Mark Robichek, Todd Rogers, Jonathan Koolpe, and Jason Spindler
1:15 PM	PINBALL DESIGN 102 - Panel discussion with Ted Estes and Steve Ritchie
2:30 PM	PINBALL MAINTENANCE 101- Chris Kuntz of T Minus One
3:30 PM	ARCADE TRIVIA CONTEST - Jonathan Koolpe and Chris Kuntz
4:00 PM	HOW TO PLAY PINBALL SEMINAR - Rick Stetta, Jim Belsito
4:45 PM	THE STORY BEHIND THE MAJORETTES CANVAS - Dan Fontes
5:05 PM	HELLACOPTERS CUSTOM PINBALL - Wade Krause and Dirty Donny
5:50 PM	THE VISIBLE PIN AND THE SCIENCE OF PINBALL PROJECT - Michael Schiess
6:10 PM	MAJOR PINBALL AND ARCADE MACHINE CUSTOMIZATIONS - Jack Gordean
6:45 PM	DONKEY KONG II - Jeff Kulczycki
7:00 PM	HOW TO PLAY PINBALL SEMINAR - Rick Stetta, Jim Belsito
7:45 PM	HOW TO WORK ON THE SAME PROJECT FOR 11 YEARS AND NOT LET THE HATERS GET YOU DOWN (or MAME: 11 years later and still pissing people off) - Aaron Giles
8:15 PM	REINVENTING THE CLASSICS - BRINGING THE OLD SCHOOL EXPERIENCE TO MODERN PLATFORMS - Mike Mika, Backbone Entertainment
9:00 PM	TILT: THE BATTLE TO SAVE PINBALL (Film and Discussion) - Greg Maletic
11:00 PM	PINBALL TOURNAMENT QUALIFYING ENDS - Begins again Sunday, 11:00 AM
12:00 PM	CLOSING TIME - Everybody out!

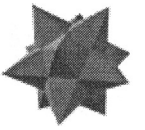
sunday

11:00 AM	SHOW OPENS to all general-admission attendees
11:00 AM	PINBALL TOURNAMENT QUALIFYING ROUNDS CONTINUE - All categories
12:00 Noon	HOW TO PLAY PINBALL SEMINAR - Jim Belsito, Rick Stetta
1:40 PM	PINBALL TOURNAMENT QUALIFYING ROUND ENDS - Modern Era Category
2:00 PM	PINBALL TOURNAMENT FINAL ROUND BEGINS - Modern Era Category
2:40 PM	PINBALL TOURNAMENT QUALIFYING ROUND ENDS - Solid State Era Category
3:00 PM	PINBALL TOURNAMENT FINAL ROUND BEGINS - Solid State Category
3:40 PM	PINBALL TOURNAMENT QUALIFYING ROUND ENDS - Electromechanical Era Category
4:00 PM	PINBALL TOURNAMENT FINAL ROUND BEGINS - Electromechanical Era Category
9:00 PM	CLOSING TIME - Everybody out...thanks for attending!

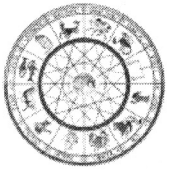
NOTE: Times, events and personnel are subject to possible change, consult the notice boards at the registration desk for late-breaking alterations!



Welcome to California Extreme 12...
Dodeca-CAX?



Well, that may be a little too hard to get people to say, especially in a darkened room full of blinking lights and glowing screens. But as anyone will tell you, the number twelve is special! In addition to being a composite number and a highly composite number, twelve is also the first composite which is also a square prime (2^2*3), a sublime number with a perfect number of divisors, a semiperfect number and a superfactorial! There were twelve tribes of Israel, twelve apostles, twelve labors of Hercules and Twelve Angry Men! There are twelve signs in both the western and Chinese zodiacs, twelve basic hues in the color-wheel, twelve ribs in the human body, and twelve donuts in a dozen...(Mmmm, donuts...)



So, take take the twelve finger-phalanges of your right hand and wrap them around a joystick or plunger so as to meet up with your thumb, and enjoy the duodecuple edition of the Galaxy's Largest Arcade show...California Extreme!

Welcome, and have fun. -- Your hosts, The Extreme Team

The Extreme Team, left to right: Michael Louie, Chris Knight (rear), TJ Beyer (kneeling), Tom Bombaci, Scott Evans (rear), Mark Birsching (kneeling), Ken Chaney (rear), Jonathan Koolpe, Bob Ellingson. Not shown (no doubt getting ready to do their part for a fantastic event!): Chris Kuntz, Scott Evans, Michelle Kuntz

Detailed Schedule of Events
CA Extreme 2008

The Staff of **California Extreme** welcome you to this year's Arcade Extravaganza with the following special attractions! Please check the signs in the lobby for event venues (many are not in the Parkside building!) and any time changes.

Saturday

11:00 AM **Qualifying for the CAX Pinball Tournaments** begins.

All day Saturday, plus Sunday AM. Visit the tournament area for details.

11:45 AM **"25 Years of Video Gaming"** -- Lenoard Taylor

Lenoard shares insights and memories about his video game journey.

12:00 Noon **"Arcade Tips and Tricks"** - Mark Alpiger, Mark Robichek, Todd Rogers, Jonathan Koolpe, and Jason Spindler

The always-popular video arcade Tips and Tricks panel returns with some intriguing new offerings. Join Mark Alpiger (from "King of Kong"), Mark Robichek (from "Chasing Ghosts"), Todd Rogers ("King of Kong", "Chasing Ghosts"), Jonathan Koolpe (CA Extreme organizer), and Jason Spindler for an always lively discussion on how to play classic arcade games. Secrets will be revealed and strategies unveiled on how to improve your scores on such classic games as *Pengo, Food Fight, Journey, Crazy Climber* and *I, Robot.* Even if you haven't played these particular games before, you may just want to give them a try after you hear from our panel of experts!

1:15 PM **"Pinball Design 102"** - Ted Estes and Steve Ritchie

A glimpse at how games evolve during the design cycle from two of Pinball's legendary names - They brought you classic hits like *Black Knight, High Speed, Twilight Zone, Star Trek - The Next Generation*, and *No Fear* as well as modern hits like *Terminator 3* and the newly-released *Spider-Man.* Now you can find out about the process of bringing games like these from concept to final design reality.

2:30 PM **"Pinball Maintenance 101"** - Chris Kuntz of T Minus One

Just start collecting pinballs? Thinking about it? Maybe you'd just like to know the basics on how they work, and how to keep them working. Chris Kuntz, an expert repair technician, will be sharing his experience, teaching the basics, and fielding questions. Come learn from one of the true masters of the trade!

Detailed Schedule of Events
CA Extreme 2008

Saturday (continued)

3:30 PM **Arcade Trivia Contest** - Jonathan Koolpe and Chris Kuntz

The CA Extreme Arcade Trivia Contest returns for another exciting round! Think you know it all when it comes to pinball and video arcade games? Test your knowledge and pit your mind skills in a true battle of wits against fellow arcade enthusiasts in another rousing round of arcade trivia competition. Participants will compete based on their arcade and pinball knowledge of games spanning over 5 decades, from Gottlieb to Atari to Williams to Capcom and more. Join the fun by forming teams of 3 with your fellow arcade-hounds and see how you stack up against your peers!

Participation is limited, sign up at the registration desk. Teams of 3 and freelancers welcome. $5/person fee to cover the cost of trophies.

4:00 PM **"How to Play Pinball"** - Jim Belsito, Rick Stetta

Learn the tricks and techniques straight from the wizards themselves. These masters of the silver ball have won notable pinball competitions; watch, learn and be amazed!

4:45 PM **"The Story Behind the Majorettes Canvas"** - Dan Fontes

Dan Fontes grew up in the Bay Area and first got hooked on pinball during summer vacations to the Russian River in the 1960's. The giant mural on the wall of Berkeley's Silverball Garden pinball arcade caught his eye, and has lead to his series of fantastic pinball art creations. Dan painted the famous mural on the floor at For Amusement Only, and through the 90's his interest in pinball and the images he was first drawn to in childhood grew.

When Michael Schiess opened the Lucky Juju Pinball Art Gallery and suggested a Pacific Pinball Exposition, Dan decided to make another special creation. The iconic *Majorettes* backglass captured Dan's interest as a great example of the era, capturing the feelings of a happy, innocent time. Working in the cramped quarters of the basement/hull of his houseboat, the creation came into being three feet at a time. The interest the work generated has lead to a series of large canvas backglass recreations by Dan and Ed Cassell. The process moved into the NBAM warehouse. An almost meditative process evolved in the chilly warehouse, and the series is still growing.

Detailed Schedule of Events
CA Extreme 2008

Saturday (continued)

5:05 PM **"Hellacopters" Custom Pinball** - Wade Krause and Dirty Donny

A discussion of two artists' one-off, custom projects as an outgrowth of reproducing classic pinball art. See in-depth article on pg. 13

5:50 PM **The "Visible Pin and Science of Pinball" Project**

Michael Schiess is the man behind Lucky JuJu Pinball and the Pacific Pinball Museum in Alameda, CA. Michael is the curator, and opens his doors weekend nights for play on their 35+ restored vintage pinball games. He has a `mini JuJu` (a 1947 aluminum travel trailer) outfitted with pinball machines, which he takes on the road to shows and fairs in Northern California. Lucky JuJu is also a showcase for local artists, over 40 art shows have been held there, with art displayed among the pinball machines.

Michael's museum-quest for education led him to make a clear EM pinball machine out of Plexiglass to show how it works `under the hood`. The "Visible Pinball" premiered at the Pacific Pinball Exposition last year, for which Michael is partially responsible. Michael will be talking about the Vis Pin and the "Science of Pinball" project.

6:10 PM **"Major Pinball and Arcade Machine Customizations"**

Jack Gordean has collected hundreds of games and arcade items in the past two decades. Some are popular games, some are a bit different. Some of them are preserved just as is, like the *Vibratin' Bear Chair* from Disneyland. Others were not quite what Jack wanted them to be, so he set out to make them become what he envisioned.

Jack has made a lot of custom artwork to re-theme games, and will be sharing the thought process that goes into these creations. His modified gun game *Broken Bolt Rodeo* appeared at CA Extreme, and this year features his latest re-work of a pinball cabinet: *Back Woods Winner*. (You can't miss it - look for the tall green thing!) Jack also modified *Captain Fantastic* and *Wizard* pinballs, feeling that the actual *Captain Fantastic* pinball machine should LOOK like the one featured on the backglass. He even made a version of the Captain's giant elevator boots so you can get the full experience while playing the machine!

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Detailed Schedule of Events
CA Extreme 2008

Saturday (continued)

6:45 PM **"Donkey Kong II"** - Jeff Kulczycki

Have you ever thought about designing your own video game levels? Now you can learn how. Join Jeff Kulczycki as he discusses what went into designing the new levels for *Donkey Kong II*. Topics include Sprite Palettes, Hardware Constraints, Z-pattern, and Gameplay. Also learn some tricks and tips that you can use to design your own levels. This will be a 40 minute presentation followed by 20 minutes of Q and A.

7:00 PM **"How to Play Pinball"** - Jim Belsito, Rick Stetta

Learn the tricks and techniques straight from the wizards themselves. These masters of the silver ball have won notable pinball competitions; watch, learn and be amazed!

7:45 PM **"How to Work on the Same Project for 11 Years and Not Let the Haters Get You Down"** (or MAME: 11 years later still pissing people off) - Aaron Giles

The MAME project has been going strong for 11-1/2 years now, and has endured its share of ups and downs. Like any project that has been around for this long, it has its share of fans and detractors. Aaron Giles, an 11-year veteran and current coordinator for the project, will talk about what it is that keeps him motivated and positive in an environment that thrives on backbiting, flaming, and entitlement.

8:15 PM **"Re-Inventing the Classics - Bringing the Old School Experience to Modern Platforms"** - Mike Mika, Studio Head, Backbone Entertainment

The new wave of gaming platforms that take advantage of digital distribution are the perfect place to bring classic gaming to an audience who never got to play the real thing in the arcades. But this process goes far beyond simply emulating or porting over the original game. Today's gamers expect more and Backbone Entertainment delivers by reinventing classic gameplay with high-resolution art and smart design choices to keep the experience intact while providing the complexity required in the new market. Backbone's studio head, Mike Mika will give an overview of how the company approached reinventing old games for new platforms, including *Puzzle Fighter, Street Fighter, Commando, 1942* and *Gauntlet*.

Detailed Schedule of Events
CA Extreme 2008

Saturday (continued)

Mike Mika is the studio manager of Backbone Entertainment, one of the leaders in downloadable game development and THE leader in reinventing classic games on modern platforms. A self-taught assembly language programmer of the "old school" (he brags that he still remembers all the registers of the C64's 6502 processor), Mike designed and coded several games at Backbone. He was also instrumental in the development of Backbone's original property, *Death, Jr.*, and served as creative director on that title and many others before assuming the role of studio head. Under Mike's lead Backbone has produced a slew of projects for XBLA and PSN, including *Super Puzzle Fighter II Turbo HD Remix*, *Wolf of the Battlefield: Commando 3* and the complete collection of SEGA classics. Mike brings an insightful view to gaming: he's a programmer, but also talented at art and graphic design. His degree is in creative writing from Wayne State University, and in addition to hobby-level programming on the Atari 2600, his extracurricular activities include script writing.

9:00 PM **"TILT: The Battle to Save Pinball"** - Greg Maletic

This film tells the story of the extraordinary *Pinball 2000*™ machines built by Williams in an effort to save not just the company, but the product that had defined coin-operated entertainment for eighty years. Greg will be on-hand to discuss the film after its showing and to answer any questions.

Sunday

11:00 AM **Qualifying for the CAX Pinball Tournaments** continues.

12:00 Noon **"How to Play Pinball"** - Jim Belsito, Rick Stetta

Learn the tricks and techniques straight from the wizards themselves. These masters of the silver ball have won notable pinball competitions; watch, learn and be amazed!

2:00 PM **Finals for the CAX Pinball Tournaments** begin.

Please note that the above schedule is subject to change. More information about the schedule can be found on signs at the registration table.

CA Extreme Pinball Tournament

Rules - Information

— Go Ahead, Have a Go! —

Join the fun...even if you are a beginner! Even an absolute newbie could qualify for the finals with the wild-card drawing on Sunday! There is nothing like competition to sharpen your skills...remember, "It's More Fun To Compete!"

These rules are the preliminary version that was available at press time, there is a longer and more detailed, up-to-date version available on the day of the show. Check it out if you like; we have copies in the tournament area.

— What's The Deal?? —

This year's format is the same as California Extreme 1997 and 2007: three tournaments, each for a different era of pinball, each with four games to play. Play in any or all of the tournaments. The top three finishers in each tournament win cash prizes.

In each tournament, eight qualifiers will duke it out in head-to-head match play. You can qualify for the finals by playing well on one game, or by playing well on all four games in the bank.

Casual players will also be eligible for a side tournament, the Casual Division. A casual player is someone with little or no tournament experience; more specifically, a player who has never won a cash prize at any pinball tournament. The top six casual players qualify for the finals, and will be joined by two wild-card qualifiers, picked among all casual entries! Stick around on Sunday afternoon even if you don't qualify, since you might be picked as one of the wild cards!

Special thanks to the folks from PAPA, where the World Pinball Championship will be held in August, with over $35,000 in prizes. PAPA is the largest pinball tournament in the US, and we thank them for their support of our tournament. Visit www.papa.org for more information about this amazing event.

Thanks as well to the folks from IFPA, who have declared California Extreme to be one of the "major" pinball tournament events for 2008.

— Schedule —

Qualifying: Saturday, 11 am until 11 pm. Sunday, 11 am until tournament closeout:

* Modern: 1:40 pm
* Solid state: 2:40 pm
* Electro-mechanical: 3:40 pm

Finals begin immediately after qualifying:

* Modern: 2:00 pm
* Solid state: 3:00 pm
* Electro-mechanical: 4:00 pm

CA Extreme Pinball Tournament

(Continued from page 10)

— How to Qualify —

Players buy entries to qualify. Players may buy 1 game for $5, or 3 games for $10. Players may "mix and match" — one 3-game entry may be played on the same game, several games in the same tournament, or games in more than one tournament.

Only a player's highest game on a machine is counted. If you're unhappy with your score, try again.

— Making the Finals —

The top 10 scores on each machine are given points, 10 for 1st place down to 1 point for 10th. There are two ways to make the finals:

* Across the four games in a tournament bank, add your points. The best FOUR players, in total points, advance to the finals.

* After those four players qualify, the player with the highest other score on each of the four games advances to the finals. A #1 score on a machine is a guaranteed qualifier, but it is possible to advance to the finals with less than a #1 score.

In the casual players' division, the top six players across all 12 total games will advance to the finals, plus two players chosen at random from all casual players' entries.

— Registration —

No registration is needed. Come out and try a run anytime during the hours listed above.

For more information, see the more detailed description of the rules available at the tournament desk.

— Prizes —

Prizes are subject to participation levels. All entries in all tournaments will feed the same prize pool:

* 1st prize in each division: 15% of prize pool
* 2nd prize in each division: 10% of prize pool
* 3rd prize in each division: 5% of prize pool

15% might not sound like much, but last year's prize pool was over $3,000!

The top 3 players in the Casual Division will split the remaining prize pool:

* 1st prize in Casual: 50%
* 2nd prize in Casual: 30%
* 3rd prize in Casual: 20%

Although we do not have a set guaranteed prize this year, we expect the total prizes to be comparable to 2007. Show up and play!

Big Thanks and Much Appreciation from The Extreme Team!

Thanks to the following for providing prize support:

Stern Pinball
Global VR
Greg Maletic, Tilt: The Battle to Save Pinball
GameRoom Magazine
PinGame Journal
Kevin Tiell

Other special support:

High Voltage By: Mark Shostak and cinelabs.com
Artwork by Gary Johnson and Tanio Klyce of Backbone, and Bobby Tribble
Audiovisual geekery by Scott Evans

CA Extreme wishes to thank all the unsung heroes of the show, those who pitch in to help, those who bring games to share with the community, and those who appreciate having access to the wonderful things they bring. If you see someone working hard to make the event a success for the community, let them know you appreciate it!

The Hellacopters Pinball Project

...and other artistic arcade diversions

By Wade Krause

I have been around art all of my life. My memories of my grandmother Mary Krause of Clovis still make an impression on me. She was employed by Disney studios and worked on most of the Disney classics: Fantasia, Snow White, Pinocchio, Dumbo, and Bambi. As a local artist, she began making prints and watercolors from her photographs. She introduced me to print making and photography at the young age of 8. My current studio/shop sits behind her vacant house. Instead of the litho and intaglio printing processes that my grandmother preferred, I have chosen screen-printing as my medium.

As a collector of antique arcade games and pinballs, I became aware and concerned early on about the importance of nice looking backglasses, the attraction art on these machines. Up until the introduction of video games with their flashy monitor displays, backglasses were the thing that made a player drop their money into a machine in exchange for a few moments of escape. Arcade art has always been colorful, exciting, and fascinating. Many of the depictions offer some sort of escape, taking players to another imaginary world for a brief period of time. I was constantly lured by this artform and found myself drawing and designing pinball games as a child. I began collecting games 20 years ago and I have owned well over 150 machines, as many as 80 at a time. I've taught myself how to fix them and also figured out how to make the backglasses in the early 90's and more recently, plastics and playfields.

The quality of my work has earned me the licensing rights from the D. Gottlieb Company for plastics and playfields (the actual playing surface of pinball machines). I am the first person ever to create a reproduction vintage plfor Gottlieb machines.

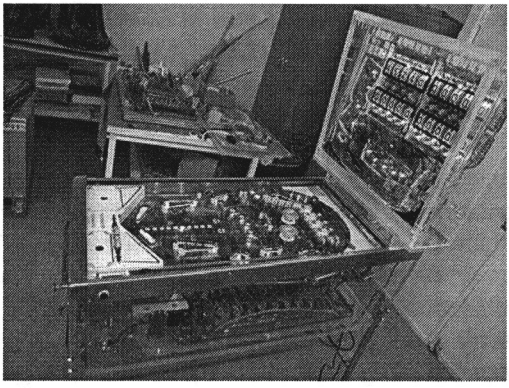
The Hellacopters game was a collaboration with noted low-brow artist Dirty Donny. Donny and I met several years ago because of a toy project we worked on called Circus Punks (carnival knock-down dolls).

The Hellacopters Pinball Project

(continued from page 13)

We both had a love for pinball, became friends and decided to build a game together. Donny did all the art and I did the printing building and game modifications. The playfield is new wood, hand painted by Donny.

I also have worked with Michael Scheiss of the Lucky Ju Ju to produce the world's first completely trasparent pinball, the Visible Pinball, based on Gottlieb's Surf Champ, as part of my artist series of games. This is part of a larger pinball science exhibit currently being developed.



O.O.E. (Only One Earth) is my latest artist game with reknowned artist William T. Wiley. This game is currently on display at Electric Works gallery in S.F. and it will be featured at the Smithsonian Art Museum next year. The game also used the talents of Jim Dietrich from Novato's Pinball Revival. For this machine I made playfields, backglasses, plastics and wedge head cabinets (from scratch).

I have many more ideas for refurbishing machines and look forward to sharing these in the future.

Street Pinball

returns to the

South Bay!

What a lineup at

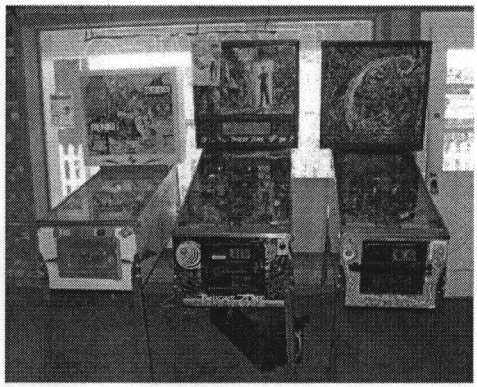
American Video!

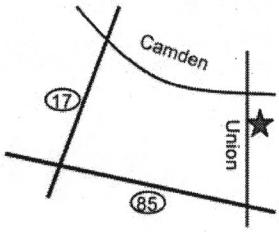
14442 Union Ave. in San Jose

The current lineup* includes Indiana Jones, Paul Bunyan (EM), Twilight Zone, Star Trek: TNG, Simpsons, Cirqus Voltaire, The Getaway, The Addams Family, Dr. Dude, Surf 'n Safari, Lord of the Rings, and Ultracade cocktail.

That's 11 pinball machines available for play, as well as classic vids!

We aim to provide a great variety of fun-to-play machines at fair prices.





These games are provided by Ken and TJ of CA Extreme.
We try to keep the machines properly functioning and fun to play.
To report problems, call us at (408) 390-PINS or email us at info@caextreme.org
If you would like machines (pinball or video) for your storefront location, on free-play at your office, or for party rentals, let us know!
*(Subject to change -- some of them are here at the show!)

California Extreme

July 19-20, 2008

Arcade and Pinball show

Parkside Hall in San Jose

www.caextreme.org